

NEED HELP WITH INSTALLATION,  
MAINTENANCE, OR SERVICE?



**Nintendo**

**AUTHORIZED REPAIR CENTERS**  
**1-800-255-3700**

Nintendo of America Inc.

P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

**EmuMovies**

PRINTED IN JAPAN

**Nintendo**

**GAME BOY**

DMG-15-USA



© Disney

**MICKEY MOUSE**

**Magic Wands!**



**INSTRUCTION BOOKLET**

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality ®



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



© DISNEY

© 1995 KEMCO, LICENSED TO NINTENDO.  
TM AND ® ARE TRADEMARKS OF NINTENDO OF AMERICA INC.  
© 1995, 1998 KEMCO/NINTENDO OF AMERICA INC.

## Contents

The Story Begins.....	3
Mickey's Friends Who are Trapped inside the Witch's Castle!.....	5
Starting the Game.....	7
How to Play the Game and an Explanation of the Screens.....	9
This is the Magic Wand!.....	11
Using Items.....	13
Using Passwords.....	15
Enemies Inside the Castle.....	16
Good Luck, Mickey!.....	17
How to use the Super Game Boy.....	18

### *Rescue Mickey's friends from the evil witch's castle!*

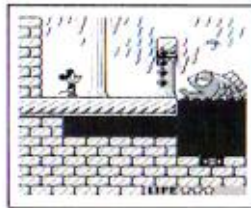
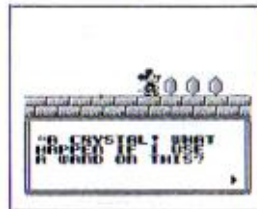
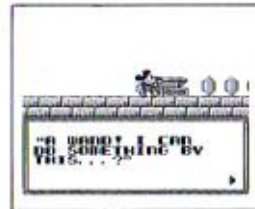
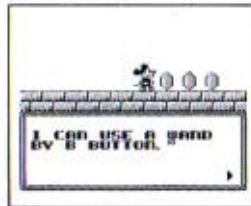
One day Mickey Mouse and his friends became lost while playing in the forest.

After walking for quite some time, they chanced upon a mysterious castle. "That's the witch Yashja's castle! Once you enter you'll never be able to escape!" said Mickey and his friends noisily to each other, disturbing the witch Yashja.

"Who dares disturb my sleep? You shall pay!" shrieked the witch, as a gaping hole opened in the ground under Mickey's friends and swallowing them up. Hurry and save your friends, Mickey!



When you find crystals inside the castle, wave the Magic Wand. Useful items and "puzzle pieces" which can help you save your friends will appear.



There are four zones inside the castle. A strong enemy boss waits for you at the end of each zone.

## Mickey's Friends Who are Trapped inside the Witch's Castle!

*Gather the "puzzle pieces" inside the castle to rescue your friends who have been trapped by the witch.  
Good luck, Mickey!*



Minnie Mouse  
Goofy  
Pluto  
Daisy  
Horace Horsecollar

Clarabelle Cow  
Ferdy  
Huey  
Dewey  
Louie

Donald Duck  
Grandma Duck  
Figaro



## Starting the Game

*Use the Magic Wand to rescue your friends from the evil witch!*

Insert the Game Boy game pack and turn on the power to start the game.



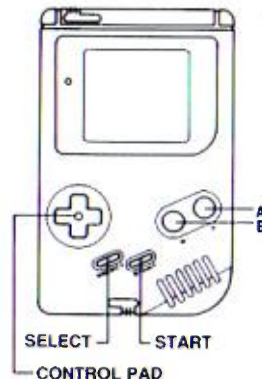
### Starting new games

Select **START** at the title screen. Then, when the title for stage 1 appears after the story introduction, press the Start Button (or Button A) to start the game.

### Continuing games

Even if you stop a game partway, you can continue from where you left off by entering the password. (See page 15)

## Controller Functions



**Control Pad:** Pressing left or right on the Control Pad moves Mickey to the left or right. Pressing up or down on the Control Pad makes Mickey climb up or go down stairs, etc.

**Button A:** Press Button A to make Mickey jump or use items. This button also makes item windows disappear.

**Button B:** Press Button B to use the Magic Wand. (See page 11)

**Start Button:** Press the Start Button to start the game.

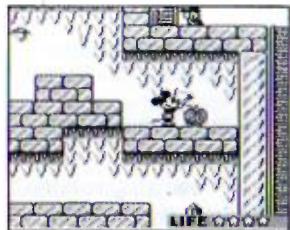
**Select Button:** Press the Select Button to make the item screen appear and disappear.



## Gather the puzzle pieces

Mickey Mouse's friends have been trapped inside the castle.

To rescue them you must gather "puzzle pieces" and complete their pictures one by one.



## Wave the Magic Wand in front of the crystals

When you find a crystal, wave the Magic Wand in front of it to make a "puzzle piece" or item appear.

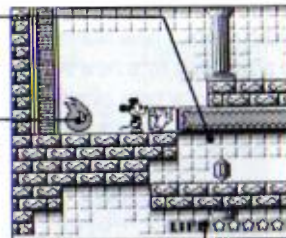


## Crystals

Waving the Magic Wand in front of crystals makes "puzzle pieces" or items appear.

## Enemies inside the castle

These are the witch's minions who try to keep Mickey from rescuing his friends.



## Life

This shows Mickey Mouse's life power. When all of the stars disappear, Mickey loses one player.

## Window of Mickey Mouse's friends

These pictures show how much of the pictures are completed each time Mickey finds a puzzle piece.

Pressing the Select Button will make the screen displaying Mickey's items appear. (See page 13)

**Mickey gets a new Wand each time he advances to a new zone.**

A strong enemy boss awaits Mickey at the end of each zone! If Mickey can overcome these bosses, he will receive new Magic Wands.

**Magic Wand 1: Wave this Wand in front of crystals**

When Mickey Mouse waves this Magic Wand in front of crystals, "puzzle pieces" or items will appear.



**Magic Wand 2: This Wand turns water into ice**

When Mickey cannot advance because there is water in front of him, press button B. The Wand will then freeze the water into blocks which Mickey can walk across. Waterfalls which prevent Mickey from jumping can also be frozen.



**Magic Wand 3: This Wand lets Mickey use blocks of ice as steps**

Use these ice blocks to make steps when crystals are in hard to reach places.



**Magic Wand 4: This Wand lets Mickey make ice and throw it**

Pressing the up on the Control Pad and Button B at the same time lets Mickey throw a small block of ice in front of him. These ice blocks will make enemy characters disappear and can break down walls which have cracks.

\*Even if Mickey receives a new Magic Wand, he will still be able to use the powers of his previous Wands.

## Using Items

Press the Select Button to make the Item Screen appear.  
Press the Select Button again to return to the game screen.

### Items

These show how many of each item Mickey has. To use these items, select the desired item with the Control Pad and then press Button A.

### Window

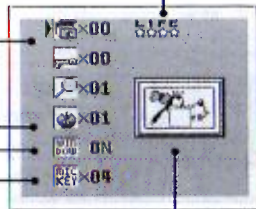
ON: Pictures of Mickey's friends appear each time he finds a puzzle piece.  
OFF: The pictures do not appear.

### Players

This shows the number of players remaining. When this reaches "0" the game is over.

### Life

This shows Mickey's life power. When all of these stars disappear, Mickey loses one player.

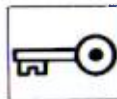


### Pictures of Mickey's friends

These pictures show how many puzzle pieces Mickey has collected up to this stage.

### Music Box

Enemy characters are frozen while music boxes are playing, and Mickey's life power will not be reduced during this time even if he touches enemy characters.



### Key

Keys can be used to open or close drawbridges.



### Candy

Candy restores Mickey's life power to the maximum number of stars.

### Apple

If Mickey throws apples at enemy characters and hits them, they will disappear. (However, skeletons will not disappear, but will instead recover after being frozen temporarily.)



### Cake

A cake item gives you extra life.



*If you write down passwords, you can continue playing games.*

## Passwords

Each time Mickey clears a stage a password will appear. By writing down these passwords, you will be able to continue games you have started even if the power has been turned off.



## Entering passwords

Select PASSWORD at the title screen. When the password screen appears, use the Control Pad to move the cursor, and enter letters you have selected by pressing Button A. After you have entered all four letters of the password, select END and the game will start from that passwords stage.

Here are the enemy characters who try to keep Mickey Mouse from rescuing his friends. Help Mickey advance by jumping over them or throwing apples and small blocks of ice.



Skeleton



Bat

Fire spirit



Witch



Snake



Frog

## The witch's castle is filled with traps!

The witch's castle is filled with traps such as blocks which crumble as Mickey passes over them, and warp zones which teleport Mickey to different places in the castle.



## Move up and down through the castle in your adventure!

Make Mickey jump to the ceiling when he finds a bounce trampoline! Elevators that are slowly going up or down are also convenient.

Watch out for flying cannonballs!



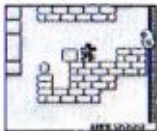
Mickey's life power will go down if he falls into water.



Mickey can fly through the air by riding on tornadoes.



Mickey can move some blocks by pushing on them.



## WARRANTY AND SERVICE INFORMATION:

REV-J

You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER<sup>SM</sup>. Please do not send any products to Nintendo without calling us first.

### HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

### GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

### SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

### WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLO OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.